

MVS[®]

MULTI VIDEO SYSTEM



NEO-GEO IS A TRADEMARK REGISTERED BY SNK

SNK CORPORATION

SAMURAI SHODOWN USER'S MANUAL



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SAMURAI SPIRITS USER'S MANUAL



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A Word from Our Lowly Programmers

Our most humble thanks to our grade customers who have purchased SAMURAI SHODOWN for the NEO GEO HOME SYSTEM. Before gracing us with the pleasure of having you play this game, we breath you in your most magnificent eyes over the most swiftest of manuscripts in the hope that you will gain some profit of knowledge, some shard of insight, a glint of enlightenment to aid you in your quest to master the intricacies and challenges of our 100 MEGA SHOCKA sword battle.

[ATTENTION]

- This product can only be used on the NEO GEO MVS System
- Do not disassemble!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures
- Do not touch terminal.
Avoid exposure to water and dust
- Damage may be caused if cleaned with thinner or benzene.
- After game play, pull AC adaptor from outlet

[MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows
- During load/save for memory card, do not insert or pull out the memory card or game cartridge
Do not shut off the main switch!
- Keep water and dust away from the connector of the NEO-Geo memory card



Mastering the Fundamentals—USING THE CONTROLLER

CONTROL LEVER:

Character movement right
to left, jump, crouch, etc

START BUTTON:

Used to start game play (Both controllers)



C BUTTON: Kick—Light Attack

D BUTTON: Kick—Strong Attack



C+D BUTTON:

Kick—"To the Moon" Kick

B BUTTON: Sword Punch—Strong Attack

A BUTTON: Sword, Punch—Light Attack

A+B BUTTON: Sword Punch—Whoa, Baby! Blow *

GAME SCREEN



- 1) SCORE
- 2) LIFE METER
- 3) CHARACTER NAME
- 4) REMAINING TIME
- 5) BEACON OF VICTORY
- 6) RAGE GAUGE (Refer to RAGE GAUGE listing for more details)



LET THE BARBARISM BEGIN!



① TITLE SCREEN DEMONSTRATION

Insert the cassette into the console and turn on the power switch. The title and demonstration screens will appear automatically. Press the start button to call up the OPTION SCREEN.



② GAME LEVEL SETTING

DIFFICULTY LEVEL (Sets the strength of the computer player.) Select from four levels of difficulty. **NORMAL** is recommended for beginners. Move the joystick up or down to select the desired level then press the A Button.

● EASY MODE.

The simplest level. Great for mastering the fundamentals.

● NORMAL LEVEL.

A level of average difficulty. Good for practicing real battle.

● HARD LEVEL.

The most difficult level. You've spent too much time in the minors. It's time for the big leagues.

● ARCADE LEVEL.

An intermediate level between HARD and NORMAL, equal to the arcade setting. Practice at home and get through the arcade game with one coin!

NOTES ON USING THE MEMORY CARD

THE MEMORY CARD BACK UP FUNCTIONS

To save and load game data using the **MEMORY CARD** (SOLD SEPARATELY), place the card carefully into the **MEMORY CARD SLOT** of your console and follow the procedures listed below.



■ LOADING DATA

If the **MEMORY CARD** has been correctly placed in the **MEMORY CARD SLOT**, before play begins, the **LOAD SCREEN** will be displayed. Choose **YES** with the joystick, and load data by pushing the **A Button** on your controller. Action will then resume from the point at which you left off.

■ SAVING DATA

After placing the **MEMORY CARD** in the appropriate slot, when the **GAME OVER** message has been displayed, the **SAVE SCREEN** will appear on your television. Selecting **YES** with the joystick and pressing the **A Button** will save game play at the stage at which you left off. (NOTE: With certain software, game data will be stored automatically.)

#Please note that saving new data on the card will erase previously stored data.

■ FORMATTING A NEW MEMORY CARD

New **MEMORY CARDS** need to be formatted. To do this, follow the procedures in the order listed below.

① Set the game cassette and **MEMORY CARD**, in your **NEO GEO HOME SYSTEM** correctly.



② While pressing all four buttons down on the controller, press the **RESET** button on the **NEO GEO HOME SYSTEM** console.

③ The **DATA SCREEN** should then appear on your television. Choose the **CARD FORMAT** command with the joystick.

④ Press the **A Button** to finish formatting.



* When the player faces right.



DUCK, CROUCH

* DASH : SHIFT JOYSTICK
TWICE QUICKLY TO DASH



The RAGE GAUGE increases when hit.
When it becomes full...



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SAMURAI SP



3 MEMORY CARD LOAD

Having inserted the memory card (sold separately) in the front slot the LOAD SCREEN should appear. Selecting YES will allow you to continue the game at the stage where you left off (For further details see the USING THE MEMORY CARD section of this pamphlet)



4 SELECTING CHARACTERS

Choose one of the twelve characters with the red cursor and make your selection by pressing the A Button. With 2-Player matches, follow the same procedure to select your character. It is possible to choose the same character, so chill!



5 GAME START

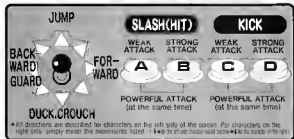
After selecting your desired character and stage, let the carnage begin! (To bypass the Demonstration Screen, press the A Button)



BASIC MOVES

It's time to get full use out of your controller on this game. As quickly as possible, master the combinations of joystick and the 4 buttons to slash, punch, and kick your way to the final battle with the master of the elements, Yoshio Tokusada Amakusa.

[Basic Moves and Attacks]



[DASHES]

Tap the joystick forward twice for the "BAKUFU BLITZ" backward twice for the "FLYING RETREAT."



[THE METHODS OF MAYHEM!]

Each character has his or her own arsenal of special moves and abilities. Many of these attacks require a weapon, so keep a grip on your sword at all times! (For a complete list of the METHODS OF MAYHEM, consult the CHARACTERISTICS OF CREATION section.)



SAMURAI SP.

THE TALONED BEND
GENAN SHIRANUI

the warden of the infamous Queen Bees Bus, who is known for straddling his victims with his clawed hands. Although baring no resemblance to the King of the Snake Vipers, he has a weak spot for children, especially orphans. Well, let's just leave it at that.

WEAPON: AZAR (also the name of his sister)

ALMA MATER (HIGH SCHOOL)
ACADEMY OF MUSIC, MI

36/36

ANALYTICAL CHEMISTRY



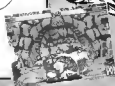
THE METHODS OF MAYHEM

**POISON CLOUD PUFF**

◆ ◆ ◆ ◆ ◆

SLAUGHTER
HOUSE TUNNEL

43 HSA



不知火幻庵



SAMURAI SP.

THE TEXAN NINJA ANACHRONISM EARTHQUAKE

After more than 100 years of being dropped out of history to pillage the treasures of the world, having grown fat and very greedy, this mighty, brawny lets no one or no thing get on his way. But the poor fool that does!

WARRIOR OF THE
OF TEXAS
NINJA WARRIOR WITH NINJA AS NINJA
COMBINATION
COURSE DROPPED

N.T. 21
BIRTHPLACE: TEXAS, AMERICA

THE METHODS OF MAYHEM!

FAT HOUND

While jumping &
THUCK repeatedly



FAT CHAINSAW

SLASH repeatedly



TRIANGLE JUMP

During AMB's action side
of the screen, push the
up/down in the direction of the JUMP



アースクエイク



SAMURAI SP.

THE WAY OF THE SWORD

THE SWORD IS THE LIFE OF THE SAMURAI
(A bowl of rice does wonders, too!)

To survive your battles you must master the way of the blade. Speed is what counts in improving your attacks and gaining an edge (guggle, guggle) over your opponents

(LOCKING SWORDS)



When your character locks swords with his opponent, punch that A Button repeatedly as if your life depends on it because it does!

(LOSING YOUR WEAPON)



After you recover from the shame of being disarmed, get off your backside and get that sword! Fight your way to your weapon and press the A Button to get it back. Needless to say, you shouldn't have lost it in the first place, you son of a peasant farmer's peasant!

(THE "NO PAIN, NO PAIN" SPRINT)



Stop your opponent's sword attack by rushing into your opponent's chest. A great way to foil your adversaries and a great topic for stories at boring cocktail parties

4 Note: Your sword has certain limits of durability. If you exceed these limits, your sword will shatter like a beer bottle in a drunken cowboy's hand in a third rate western. However, at the end of each round your sword will be restored, unlike the bottles in the cowboy towns



DUELLING

Each match consists of two duels. The first player to win two duels proceeds on to the next opponent. In the case where there is no winner, the judge will decide the victor.

Determining the Winner--A few words from Slick Sukihiko, Judge of Duels in SAMURAI SHODOWN.

Thank you for that wonderful introduction. Here's the scoop:

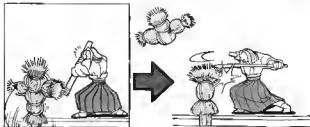
- ♦ Lose all of your power, and you die. You also lose.
- ♦ If the battle is not decided within the given time limit, the competitor with the most life remaining wins. The other goes home.
- ♦ A tie will result if none of the above conditions are met.
- ♦ If a victor is still unknown after 3 rounds, a fourth round will be conducted. The result of this battle will determine the winner.

Nice talking to all you Samurai and Samurai-fs!



BONUS STAGES

As you proceed through the game, Bonus Stages will appear. From various places (indicated by the arrow cursor) slaw dummies will periodically appear (unlike tile where real dummies always appear). Position your character carefully and plan your slices to the closest fraction of a second to cut these dummies and rack up those points (The dummies in the game that is, not the ones in real life).



THE INCAN AVENGER

TAM TAM

A kind man devoted to a cruel way of life. TAM TAM seeks the lost Incan Paradise Stone which protects the life and welfare of his beloved village. Like GENAN, he is particularly fond of children, but does not go so far as to manipulate you get the idea.

WEAPON: HINGCHANCEZACET
ARMA MATER: SASHOON PUN-BLA
LUBRIC: SOWDER OF SCORING TAPPING

AGE: 30
BIRTHPLACE: GREEN VALLEY DUNGEON



THE METHODS
OF MAYHEM!

MOORA GABOORA
♦♦♦♦SLASH



PAGUNA DIOS
♦♦♦♦KICK



PAGUNA
PAGUNA
♦♦♦♦then♦♦♦♦
♦♦♦♦SLASH



ASHOW GABOOR ♦♦♦♦♦SLASH



タムタム



SAMURAI SP.

THE NOBLE REVOLUTIONETTE CHARLOTTE

An accomplished swordperson, beloved by the common people of France, Charlotte has sworn to save the masses from the disasters and despair that victimize her country. Famous quote: "Let them eat cake!"

WEAPON: SABRE
STYLISH WATER: CHIT BY THE
FRENCH FENCING
TUTOR, O' MY PRINCE

AGE: 17
BIRTHPLACE: VERSAILLES, FRANCE

[THE METHODS OF MAYHEM]



SPLASH FOUNT
SLASH BUTTON
REPEATEDLY



POWER GRADATION
SLASH + SLASH



シャルロット



SAMURAI SP.

ROUND BONUSES

Bonus points are determined by the amount of time, life, and attack power of your character remaining after each battle.

- **POWER** - The more power remaining, the more points you will receive
- **TIME** - Bonus points are determined by the remaining time multiplied by 100
- **ATTACK POWER** - Get out your calculators! This bonus is determined as indicated below

Number of Times Attacked ÷ Number of Attacks

After your character wins a duel, sometimes money flies out of your opponents pockets, this too is included in the bonus.

2-PLAYER COMPETITION

To start 2-Player Competitive Play, simply press the start button on the unused controller. A second player may also enter the challenge during regular computer play in the same manner.

RESURRECTION--CONTINUE PLAY

After being defeated, the continue count will begin. Push the start button before the count reaches zero to continue play. You can continue play up to three times. With two player competitions, if the countdown reaches zero for the losing player, the action will revert to computer play for the victor.



ITEMS

During your matches, the Edo Express Delivery Man will appear. Probably the worst courier in the business, he is notorious for dropping - all times lobbing - his parcels into the way of the duel contestants. Some of these items, such as coins or food, will add points to your score or add power to your life meter. At other times, the courier will drop explosives, and these you will want to avoid.



(POWER ITEMS)

MEAT, Meal, and ment. Based on the size of your portion, you can revitalize your power meter.



(BONUS ITEMS)

Cash boxes, gold coins, small change. Based on the item, appropriate bonus points will be calculated.



(OUCH ITEMS)

Explosives. If one of these babies gets in your way, get the heck out of there! If you can't escape, use the GUARD command to avoid taking damage.

**BUSH
THEATRE
1**

Distinguishing between life and boom.



9 Last one to the item is dead meat! One more thing, Don't go near the explosives!

SAMURAI SP.

王虎

DEMON KING OF THE CONTINENTS

WAN FU

Bringing his monstrous looks, this military general who seeks to unify the warring regions of China has come to Japan searching for recruits in his army. A brutal, brutalizing warrior and firing his hand Wan remains an enigma to all he meets.

WEAPON THE SUNDIAL OF SILENCE
ALMA MATER THE SHODOKU HOOD
OF SHIN NING

AGE 35
BIRTHPLACE CHINA



THE METHODS
OF MAYHEM



CONFUCIOUS
THUNDER BOMB
3+SLASH



CONFUCIOUS
WHIRLWIND
4+SLASH



SAMURAI SP.

千両狂死郎

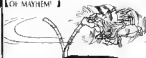
THE KABUKI MASTER KYOSHIRO SENRYO

The treacherous as he with a deep desire to be worshipped and a need to stand out who has left the limits of the to surpass his father, the Kabuki legend NAO HISU OBA. His main goal is to have the crown of the world in the art of Kabuki.

WEAPON: SHISHI HA
FIGHT: LION'S BLADE
VIBRA METER: KABUKI DANCE OF DRUMS AND KICK
CHARGE: LION CAPUS

AGE: 18
BIRTHPLACE: 100 (OLD TOKYO)

THE METHODS OF MAYHEM!



JUMPING LION!
●●●●KICK



KABUKI CRUNCH DANCE
●●●●SLASH



WHEEL OF BLOOD SMOKE! (While JUMPING)
●●●●SLASH

WHIRLWIND FANT! ●●●●SLASH

TWIRLING FLAME
●●●●SLASH



SAMURAI SP.

THE RAGE GAUGE

As you receive various blows, your RAGE GAUGE, located in the lower half of the screen, will increase. When it begins to flash, your character will anger, reaching full power. At this time, your attacks and METHODS OF MAYHEM will be at their deadliest. On the other hand, during this time, if your character is attacked, the damage he receives will be proportionally larger too. So, if you happen to get angry, remember to stay cool. * The rate at which the RAGE GAUGE rises varies with each character. * The RAGE GAUGE will continue for a limited time in the subsequent round. Bonus eh!



BUSHI THEATRE
2

"Still angry?" "No, I'd properly channeled it..."



Assume the guard position when your opponent's rage gauge is full. "Tactics my boy tactics"

SAMURAI SP.

THE INVINCIBLE SAMURAI SANE EXPERT— HA-OH MARU

With a taste for blond and cheap rice wine, this samurai celebrity is known for his unparalleled swordsmanship and his whirlwind speed. Heh heh heh.

WEAPON: THE UZU BLADE
ALMA MATER: SUI-TAIGHT
AGE: 25

BIRTHPLACE: NUSASHIMIZU
(JAPAN)



THE METHODS OF MAYHEM!



CYCLONE SLASH
[3x] + SLASH



CRESCENT
MOON SLASH
[3x] + SLASH

霸王丸

SAMURAI SP.

THE NINJA KNIGHT WITHOUT A CAUSE GALFORD

With his red string Ninja Dog, Poppo, Galford seeks to become the last American Ninja. Fighting for both Justin's Mom and Apple Pie, Galford strives to quickly end his long, long feud on the last guys. As he relaxes, he'll be in a lot of trouble. THE BLIND EYE, THE ALMA MATER, ALMA NINJA, THE DASHING OF THE NINJA.

AGE: 25
BIRTHPLACE: SAN FRANCISCO, THE
COUNTRY OF THE U.S.



THE METHODS OF MAYHEM!

HEAD STRIKE

Move near opponent,
then [3x] + KICK



PLASMA BLADE

[3x] + SLASH



RUSH DOG

[3x] + SLASH

TRIANGLE JUMP [Jump Jumps at other side of the screen
press the triangle or the opposite direction of the JUMP]

NINJA TELEPORTATION [3x] + A-D

HEAD REPLICATION ATTACK [A in other hand, GUARD +

3x] + C-D BUTTONS

REAR REPLICATION ATTACK [3x] + B-C-D BUTTONS

MACHINE GUN DOG [3x] + C

DIVING DOG [3x] + D

ガルフード



SAMURAI SP.

THE EMPEROR'S SECRET SERVANT JUBEI YAGYU

Meet observers of Bushi the way of the Samurai, he has tempered his mind and body to become a lethal extension of the Japanese Empire. One tough warrior.

WEAPON: THE YAMATO BLADE AND
THE IRON BEEHIVE
ALMA MATER: YAGYU INSTITUTE OF
THE SABLE AND
BUSHI

AGE: 19
BIRTHPLACE: YOSA, JAPAN

[THE METHODS OF MAYHEM!]

TSUNAMI SABRE
→→→SLASH



GEYSER THRUST
→→→SLASH



SABRE THRASH
PUSH SLASH REPEATEDLY



柳生十兵衛



SAMURAI SP.

THE ANGEL-FACED EAGLE HANDLER NAKORURU

One kindly soul from Hikkaku who was born along with nature. She seeks to protect the Earth Mother's majesty from the taints of humankind. With her beloved companion the eagle, MAMAHANA, she ends the drought with her sacred given to her by her late father, HANAYAMA.

WEAPON: HANAYAMA KILANA
[THE EARTH'S KEYS-MAI]
ALMA MATER: THE PLANET, THE
ACADEMY OF DANCE AND JUDO

AGE: 17
BIRTHPLACE: ANI, MOTHER MOUNTAIN,
KOTEN, HIKKAKU, JAPAN

[THE METHODS OF MAYHEM!]

ANNU MITSUBE
→→→SLASH



LELA MITSUBE
→→→SLASH



AMUSE YATORO
→→→→SLASH



MAMAHANA FLIGHT (→→→+C)
YATORO POKU (White Wing → or → or SLASH
or KICK)
KAMU MITSUBE (White Wing SLASH or KICK)
MAMAHANA CALL (When disarmed →→→+C)
→→→→SLASH

ナコルル



